

Fey-Mage (Sorcerer)

A Basic Fantasy RPG Supplement

Release 1

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INTRODUCTION

This supplement provides information for playing Fey-Mages, a form of “specialist” Magic-User, under the Basic Fantasy Role-Playing Game rule system. If you do not already have a copy of the Basic Fantasy RPG rules, please visit the website and download a copy.

NEW CHARACTER CLASS

Fey-Mage (Magic-User Subclass)

Level	Exp.	Hit Dice	Spells						
	Points		1	2	3	4	5	6	7
1	0	1d4	2	-	-	-	-	-	-
2	2,500	2d4	3	-	-	-	-	-	-
3	5,000	3d4	3	2	-	-	-	-	-
4	10,000	4d4	3	3	-	-	-	-	-
5	20,000	5d4	3	3	2	-	-	-	-
6	40,000	6d4	4	3	3	-	-	-	-
7	80,000	7d4	4	3	3	2	-	-	-
8	150,000	8d4	4	4	3	3	-	-	-
9	300,000	9d4	4	4	3	3	2	-	-
10	450,000	9d4+1	5	4	4	3	3	-	-
11	600,000	9d4+2	5	5	4	3	3	2	-
12	750,000	9d4+3	5	4	4	4	3	3	-
13	900,000	9d4+4	5	4	5	4	3	3	2
14	1,050,000	9d4+5	5	4	5	4	4	3	3
15	1,200,000	9d4+6	6	4	5	4	4	3	3
16	1,350,000	9d4+7	6	6	5	4	4	3	3
17	1,500,000	9d4+8	6	6	5	5	4	4	3
18	1,650,000	9d4+9	7	6	5	5	4	4	3
19	1,800,000	9d4+10	7	6	6	5	4	4	4
20	1,950,000	9d4+11	7	6	6	5	5	4	4

A Fey-Mage are a form of Magic-User that casts their spells through innate magical ability and force of will. As a spontaneous spell-caster, a Fey-Mage does not need to prepare spells in advance, but instead may cast any known spell at any time, provided that sufficient spell slots of the appropriate level are available to cast the spell. Unlike a traditional Magic-User, a Fey-Mage is severely limited in the number of spells they can know, having only a few spells of each level in their repertoire. Individuals with strong connections to faerie, sidhe, or other fey beings often prefer to pursue magic in this fashion. Sometimes other terms are used to describe a Fey-Mage, Sorcerer being one of the most common.

A Fey-Mage is a poor fighter, with fighting ability equivalent to normal Magic-Users. Likewise they are no more hardy than standard Magic-Users (d4 Hit Die). Like other Magic-Users, they may not wear any armor of any sort or use shields, and are limited to the same weapon choices. Otherwise, Fey-Mages can generally be treated as equivalent to Magic-Users for any situation not covered here, including as a combination class component (with Game Master approval).

The Prime Requisite for a Fey-Mage is Charisma. In addition to requiring an Charisma score of 13 or higher, a Fey-Mage also must have an Intelligence score of 9 in order to understand such arcane information. Although not a official requirement, most Fey-Mages have a special connection to the faerie world such as ancestry that includes such beings or living in close proximity to fey beings. Stories of such connections can be as varied as the fey beings themselves.

Except for the manner in which a Fey-Mage acquires spells, they produce magic much like other types of Magic-Users. Fey-Mages have different spell choices, sometimes utilizing spells that traditional Magic-Users cannot normally cast. Fey-Mages do not need to memorize spells from their repertoire, being able to spontaneously choose amongst any of their known spells at the time of casting. Rest is necessary to renew their available spell slots, just as other spell casting classes require. See the **Spells** section (below) for more details.



SPELLS

The number of spells of each level which a Fey-Mage may cast per day is shown on the table in the **New Character Class** section, above. Each day, usually in the morning, a Fey-Mage renews his or her spell slots to replace those that have been used. This is accomplished through meditative techniques that fey often call "Reverie." Because a Fey-Mage does not have to memorize spells, they do not need to worry about dismissing spells in order to prepare for more.

Spellcasters must have at least one hand free and be able to speak in order to cast spells; thus, binding and gagging a spellcaster is an effective means of preventing him or her from casting spells. In combat, casting a spell usually takes the same time as making an attack. If a spellcaster is attacked on the Initiative number on which he or she is casting a spell, the spell is spoiled and lost.

Fey-Mage Spells

Unlike other Magic-Users, a first level Fey-Mage begins play knowing only two first level spells. The GM may roll for the spells, assign these as he or she sees fit, or allow the player to choose, at his or her option. A Fey-Mage does not need to keep a Spell Book. Instead, a Fey-Mage may learn a maximum number of spells of each spell level equal to two plus their Charisma bonus. They can learn spells from any being capable of casting such magic, so long as the spell appears on the Fey-Mage list and the Fey-Mage has the appropriate slots available. For new spell creations, the Game Master must decide if it is an appropriate addition to the Fey-Mage spell lists. It is customary for a Fey-Mage to pay "training fees" when learning new spells. The standard rate is 500gp per spell level regardless of the training method, whether doing their own research or practicing with a mentor. It takes one day per spell level of research, repetition and practice to properly learn a spell. Also note that, unlike other types of Magic-Users, a Fey-Mage does not automatically know the Read Magic Spell.

Sometimes a Fey-Mage would prefer to know different spells. At each even class level (2nd, 4th, 6th, etc.), the Fey-Mage may "un-learn" one currently known spell in order to be free to learn another spell of the appropriate level. The fees for learning new spells always apply, even if a Fey-Mage subsequently relearns a spell he or she previously knew.

Below are listed spells available to the Fey-Mage subclass described above. Many Game Masters do not use all supplemental material, but, Optional Zero Level Spells (cantrips) and Seventh Level Spells are included for

completeness. Fey-Mages are equivalent to normal Magic-Users in either case. See the appropriate optional supplement when necessary.

Legend for spell list below:

- * – reversible spell
- # – modified for Fey-Mage
- (f) – Fey-Mage spell
- (d) – Druid spell
- (i) – Illusionist spell
- (s) – Spell Supplement

Cantrips: One zero level spell, called a cantrip, can be cast per level of the caster plus his or her Charisma bonus. Therefore, a fifth level Fey-Mage with an Charisma score of 17 (+2 bonus) may cast up to 7 cantrips per day. When Cantrips are utilized, a Fey-Mage begins with 1d4 different Cantrips, and may learn any number more whenever a trainer is available (100gp each in "training fees").

Zero-level Spells (Cantrips) are an optional rule, and thus may be omitted by the GM.



Zero Level Fey-Mage Spells (Cantrips)

1	Animate Tool
2	Clean/Dirty
3	Flare
4	Flavor/Putrefy
5	Inscribe
6	Irritate
7	Knot/Unknot
8	Mage Hand
9	Open/Close
10	Summon Vermin/Exterminate Vermin
11	Transfigure

First Level Fey-Mage Spells

1	Change Self (i)
2	Charm Person
3	Chill (s)
4	Dancing Lights (i)
5	Detect Magic
6	Faerie Fire (f)
7	Magic-Missile
8	Read Languages
9	Remove Fear/Cause Fear
10	Sleep
11	Stoneskin (s)
12	Ventriloquism

Second Level Fey-Mage Spells

1	Blur (i)
2	Charm Animal
3	Detect Invisibility
4	Invisibility
5	Knock
6	Levitate
7	Locate Object
8	Minor Warding (s)
9	Mirror Image
10	Phantasmal Force
11	Produce Flame/Cold (d)
12	Speak with Animals (d)

Third Level Fey-Mage Spells

1	Aura of Fire/Frost (s)
2	Darkvision
3	Dispel Magic
4	Fly
5	Haste/Slow
6	Protection from Fire
7	Plant Growth (d)
8	Sidhe Messenger (f)
9	Shadow Door (i)
10	Water Breathing

Fourth Level Fey-Mage Spells

1	Charm Monster
2	Dimension Door
3	Phase Door (s)
4	Growth of Plants/Shrink Plants
5	Hallucinatory Terrain
6	Improved Invisibility (i)
7	Remove Curse/Bestow Curse
8	Polymorph Self
9	Tree Sanctuary (d)
10	Wizard Eye

Fifth Level Fey-Mage Spells

1	Cloudkill
2	Hold Monster
3	Passwall
4	Slumber (f)
5	Telekinesis
6	Wall of Stone

Sixth Level Fey-Mage Spells

1	Anti-Magic Shell
2	Death Spell
3	Disintegrate
4	Geas
5	Pass Tree (d)
6	Projected Image
7	Wall of Bronze (Wall of Iron, slightly modified)

Seventh Level Fey-Mage Spells

1	Faerie Ring (f)
2	
3	Power Word, Stun (s)
4	Wychlamp Aura (s)

DESCRIPTION OF NEW SPELLS**Faerie Fire**

Fey-Mage 1 Range: 200 ft. + 10'/level
 Druid 1 Duration: 1 minute/level

A pale glow surrounds and outlines all objects including individuals within a 20 foot radius from a point chosen by the caster. Outlined subjects shed light as candles. Outlined creatures do not benefit from the concealment normally provided by darkness, and the spell effectively negates the effects of blur, displacement, invisibility, or similar effects. The light is too dim to have any special effect on undead or dark-dwelling creatures vulnerable to light. The faerie fire can be blue, green, or violet, according to your choice at the time of casting. The faerie fire does not cause any harm to the objects or creatures thus outlined.

Faerie Ring (optional)

Fey-Mage 7 Range: 10 feet
 Druid 7 Duration: 1 hour/level

When a Fey-Mage creates a Faerie Ring, a small circle of distinct mushrooms or toadstools grow quickly. Those that walk into the circle (about 5 foot diameter) are transported into a region that borders the actual Faerie Realm (another plane of existence). This region can be utilized as a safe place to rest and recuperate (at double normal rate for purpose of healing and restoration of spells). From this border region, one may pass back into the familiar prime world or they might travel to the actual Faerie Realm.

The Faerie Realm is similar to the 'real world' in many respects and mirrors certain aspects, such as certain locations, distinct regions, and even certain people have Faerie Realm counterparts. Magic is more abundant and more powerful. A Fey-Mage is treated as if his or her caster level is 2 times normal (but this does not affect number of spells or other character level dependent effects). Likewise, normal magic-users (and druids if they are utilized) are treated as 1.5 times normal caster level. Clerics are counted as 75% ($\frac{3}{4}$) of their normal level due to being a bit further removed from their divine sources of power. Characters recover (healing and spell recovery) at triple the normal rate while in the Faerie Realm.

The Faerie Realm has many more Fey and Sidhe denizens, and they are typical members of their race. However, there are many more atypical members that might be encountered, having much more varied powers

and abilities. Likewise, there are many wondrous locales and features that can be explored in the land of the Faerie.

Note: The main purpose for this spell is that of a special portal or gate to allow adventuring in another land. Therefore, it is optional and some Game Masters may not want to include it in their campaigns. The Game Master might want to simply utilize the 'border region' portion of the spell, and keep the true Faerie Realm off-limits.

Sidhe Messenger

Fey-Mage 3 Range: special
 Duration: special

This spell summons a small and fast winged faerie. It appears as a small light such as one might encounter on lightning-bug, and only very close inspection would indicate its true nature. It does not fight, but all normal animals would ignore it and only monstrous ones would attack. The messenger has an Armor Class of 18 and 2 hit points, plus 1 per level of the caster. If it loses all of its hit points, the Sidhe Messenger will die.

The Sidhe Messenger flies at a movement rate of 120' per round. It can bear up to one ounce per five full levels of the caster (one ounce up to level 9, two ounces up to level 14, three ounces from levels 15 through 19, four ounces at level 20).

When summoned, the Sidhe Messenger must be given a specific destination, which can be any location on the same plane of existence to which the caster has been at least once (even if he or she was lost at the time). After the caster gives the message or small item(s) to the faerie, it will fly without error to the specified location.

The caster may additionally visualize a specific person, whom the Sidhe Messenger will seek out near the target location. Note that this does not allow location of a person; the faerie will fly around the target area looking for the target creature.

The Sidhe Messenger will travel at its maximum movement from the caster to the target location. Distance is no object; the faerie will continue indefinitely until the target area is reached. If a target creature was specified, the Sidhe Messenger will then fly around up to one day per level of the caster looking, until the target creature is found; otherwise the faerie will immediately land in the target area. After it lands the Sidhe Messenger will wait patiently for the message or item(s) to be removed, and leave the area. If the item(s) or message are not removed immediately the Sidhe Messenger will depart after waiting

one round per level of the caster, placing the items on the spot; this will also happen if a target creature is specified and cannot be found.

Slumber

Fey-Mage 5

Range: 90 ft.

Duration: 5 rounds/level

This spell is a stronger version of the Sleep Spell, affecting more powerful creatures. The caster chooses a point of origin for the spell (within the given range, of course), and those creatures within 30' of the chosen point may be affected. Creatures with 3 or fewer hit dice are automatically affected without any save. Otherwise, each creature in the area of effect is allowed a save vs. Spells to resist the effect. Creatures with 4 to 6 hit dice roll their saves with a -2 penalty, while those with 7 or 8 hit dice roll normally. Creatures with 9 or more levels or hit dice are unaffected.

Sleeping creatures are helpless. Creatures with 3 or less hit dice are effectively comatose for the duration of the spell. Otherwise, slapping or wounding awakens an affected creature, but normal noise does not. Sleep does not affect unconscious creatures, constructs, or undead creatures, and such creatures in the area of effect are ignored.

When the duration elapses, the sleeping creatures normally wake up immediately; however, if they are made very comfortable and the surroundings are quiet, the affected creatures may continue sleeping normally, at the GM's option.

Wall of Bronze (Wall of Iron, modified)

Fey-Mage 6

Range: 90 ft.

Duration: permanent

This spell causes a flat, vertical bronze wall to spring into being. The wall is composed of up to one 10'x10' square section, one inch thick, per caster level. If the caster so desires, the wall can bond itself into any surrounding nonliving material if its area is sufficient to do so. The wall cannot be conjured so that it occupies the same space as a creature or another object. The wall must always be a flat plane, though the edges can be shaped to fit the available space, and it must always be conjured in contact with the ground.

The caster can increase the thickness of the wall with a proportionate reduction in the area; for example, doubling the thickness halved the area. The wall may not be made less than one inch thick. The caster can create the wall vertically resting on a flat surface but not attached to the surface, so that it can be tipped over to fall on and

crush creatures beneath it. The wall is 50% likely to tip in either direction if left un-pushed. Creatures can push the wall in one direction rather than letting it fall randomly. A creature with 13 Strength (or 4 or more Hit Dice) can push the wall over; or several creatures can work together to do so. (If the optional Ability Roll rule is being used, a Strength roll at -3 is sufficient to topple the wall.) Creatures with room to flee the falling wall may do so by making successful saves vs. Death Ray (with Dexterity bonus added). Any creature of Ogre-size or smaller that fails the save takes 10d6 points of damage. The wall cannot crush larger creatures.

The wall created by this spell, while primarily bronze, is not of high quality or concentration, and has no greater value than a similar wall conjured of iron would. While it may be slightly more resistant to corrosion (rust) than an iron wall, it is affected by the same conditions, and is subject to perforation, and other natural phenomena. Faerie folk simply have an aversion to iron, and have developed their own alternative for the Wall of Iron spell.



OPTIONAL RULES

Classic Sorcerer

The classic Sorcerer is functionally the same as is written above. The fey connections can be minimized, omitted, or given to other magical backgrounds. The biggest difference is that the standard Magic-User spell list, in its entirety, is utilized instead of the Fey-Mage spell list.

Other Origins

By changing the spell list in various thematic ways, the Game Master can build other kinds of spontaneous casters. Following are a few ideas:

- **Ghost-Mage** – character's origins have close associations with ghosts, vampires, or other undead hauntings. A streak of white hair or even a whole head full of blanched hair often marks such characters. They tend to utilize various necromantic spells.
- **Angelic-Mage** – character's ancestry includes saintly or angelic members. Such characters tend to have healing or protective magics to assist them in battling creatures of darkness.
- **Diabolist/Demonologist** – character acquires spells from contact with beings of the netherworld, often through pacts and sacrifices. Spells tend to focus on charms, necromancy, and other insidious magics.
- **Draco-Mage** – character's ancestry includes those with dragon blood or pacts with powerful dragon beings. Such characters tend to have spell lists that compliment the appropriate dragon type such as fire, electrical, cold, etc.

Spell Point Sorcerer

An alternative method of allocating spells is to grant Spell Points instead of Spell Slots per Spell Level. This can be done utilizing the Fey-Mage spell list, in conjunction with the Classic Sorcerer (above), or with alternate origins.

The original Sorcerer Supplement contains the information necessary to determine the known spells and Spells Points available, which differs in many ways from the above mechanics (known spells and total spells per level limitations). Because of the differing approaches to these kinds of spell casters, the Game Master is encouraged to choose one method (spell points or spells/level) for their spontaneous casters and stick to it, rather than using both in their campaigns.

As always, all optional game materials (or even more optional variants of those materials) are decided upon by the Game Master alone.



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